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PROJECT JACO

The Official Journal of The Japanese Animation Club of Orlando

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PROJECT JACO

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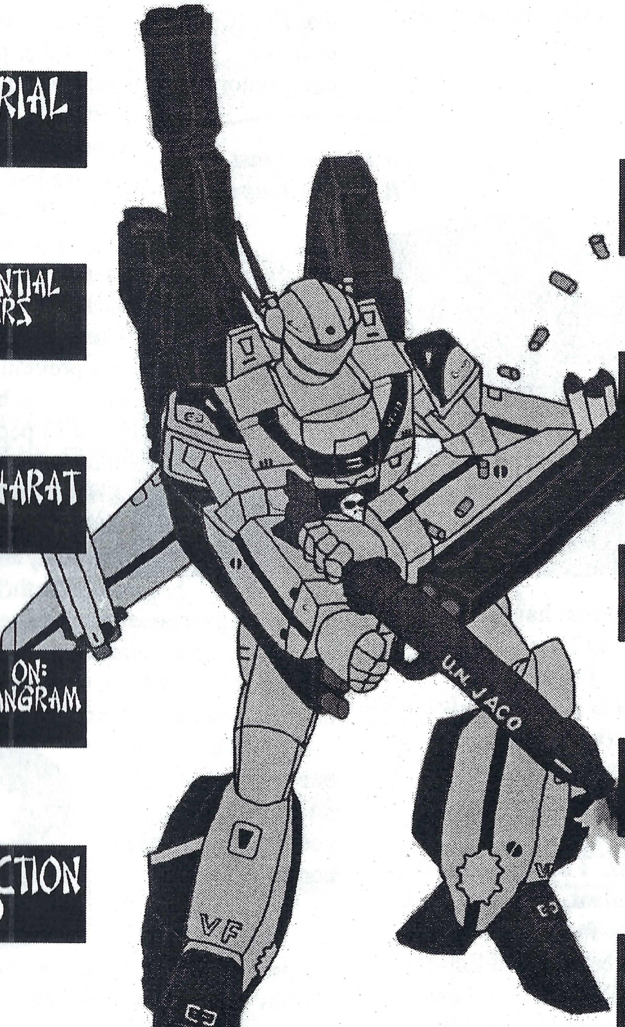

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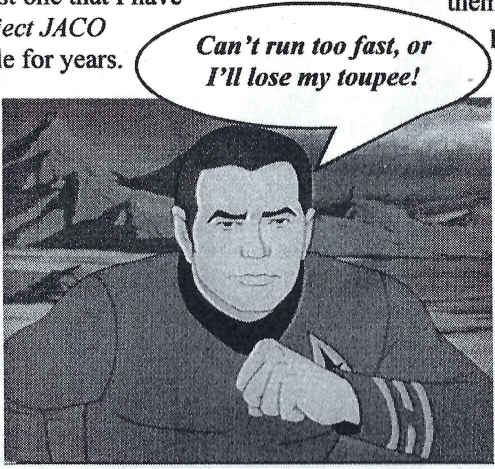
Michael Aguirre 2000

> ***"I take it the odds are against us and the situation is grim… Sounds like fun!"***
> ***-Captain James T. Kirk***

A Few Words from the Editor...

Wingappo, Salutations, Jumbo and other words of greeting, welcome to *Project JACO*. For many of you, this is the first new *P-JACO* that you have ever seen, and it is the first one that I have ever produced. *Project JACO* has been a club staple for years. An area to display the writing and artistic talents of the club membership along with information on the Anime Community locally, statewide, and even nationally. I am hoping that I will leave my own mark on this publication, just as the previous editors have. They are big shoes to fill, and I can only hope that I do them proud. I have already added something that is atypical for *P-JACO*, Fan Fiction. It was an artistic style that we have not featured before, and figured it was time to give it a whirl.

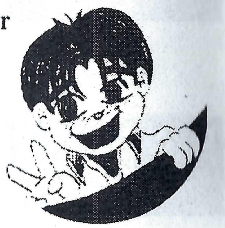

Can't run too fast, or I'll lose my toupee!

You are probably wondering whom this Ken guy is. I have been a Librarian, Vice-President, President, and a Presidential Advisor for JACO. Currently I am the Treasurer and Editor-in-Chief of this very Publication. I have been a slave of the Mouse (Disney) for nearly 13 years, and am a HUGE fan of the *MAN*, William Shatner. The graphic is from Star Trek: The Animated Series, which ran from 1973-1975.

This Issue of *P-JACO* is one that will show off the show that truly made me a militant anime fan, Robotech. With the graphics throughout and even the Robotech Defense Force logo at the bottom of every page, I hope to share the love of I have for this show to all of you as well.

I would be lying if I told you that *P-JACO* was an entire Nabbe endeavor. We have a number of contributors for this issue (you can see them listed on the facing page), but we are always looking for more. *P-JACO* is only what the members of JACO make it. Just as Lonny Volat, one of our previous Editors said, "It is better to have 12 people submitting 12 articles, than have 3 people write 4 each." Diversity makes *P-JACO* a thrill. So I challenge everyone out there to write, draw, just plain create something for the Fall Issue of *P-JACO*, which should be out just in time for **JACON**.

Thank you for being a member of JACO, and I hope you enjoy this little book.



-Kenneth "Chibi-Chibi" Nabbe
Editor-in-Chief *Project JACO*

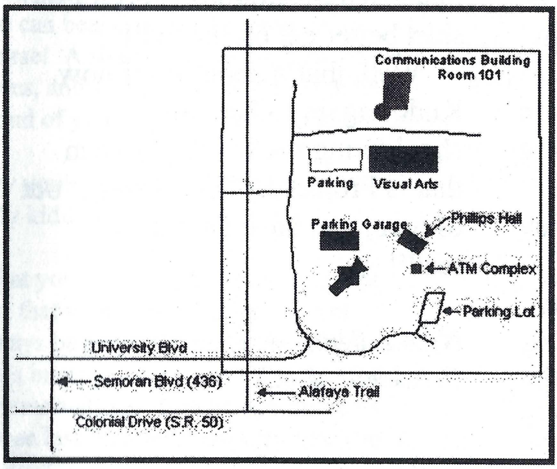
P.S. The Deadline for the Fall *P-JACO* is 8/22!!

Project JACO is the quarterly publication of the **Japanese Animation Club of Orlando**. Library Membership dues for JACO are $15 a year. Library Membership grants borrowing privileges from the club's extensive library of anime videotapes. Full Memberships are $25 a year. Full members have borrowing privileges, receive all club literature, and get discounts on club-produced items (such as T-shirts). Lifetime memberships are $60, and offer all the amenities of a full membership for the lifetime of the club. Post-paid Issues of *Project JACO* can be purchased for $2.50.

Sends payments to:

JACO
P.O. Box 780555
Orlando, FL 32878-0555

JACO meets every second and forth Saturday of the month in Room 101 of the Communications Building, at the University of Central Florida. Meetings begin at 7:00 PM and last until around midnight. Membership in JACO is encouraged, but not required to attend programming meetings.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This quarter's cover is everyone's favorite idol singer, Lynn Minmei. The picture is from a *Macross: DYRL* Anniversary poster.

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ORO??

A Message from the Prez

Hello, hello, hello!! Welcome to another issue of *Project JACO*. It's been a long, hard haul, but here it is!! Lots to talk about, so let's get into it!

The JACO officer corps has switched (and switched again…) since our last issue of *P-JACO*, so let's do a roll call! Yours truly, Nicole, has become the JACO president, while our former president has bowed out. He thought he was escaping, but instead, we roped him in and made him treasurer and the new editor of Project JACO…sucker! Casey Hollis is now serving as Vice President, Sean O' Byrne is our Corresponding Secretary, and Richard Van Cleave is our Recording Secretary! Erik Larson has bravely taken on the daunting task librarian, and Mike Mahon has taken over COO, our Cosplay group.

Now that we have the credits out of the way, here's an exciting bit of news! JACO will be hosting an anime convention right here in Orlando!! The convention is called JACON 2000, and it will be held on September 8-10. We're very excited about bringing Orlando, nay, FLORIDA, an anime event worthy of our fans!!

On the JACO front, our library is expanding yet again! Within a couple of months, we should be sporting an impressive library of over 600 tapes! Also in the works is a new T-shirt, so anyone interested in submitting art for the shirt better get on the ball!

Well, that's about it for now. Kudos again to Ken for shouldering the lovable burden that is Project JACO! Now get out of here, you have an issue to read!!

Nicole Kintner
President, JACO

The Library is Your Friend

A Message from the V.P.

Hello All!

I would like to say a few things about one of JACO's major assets, and one of its biggest draws: the club library.

With a library soon to push over 600 tapes, there is a wide selection of titles for your average JACO member's viewing pleasure. Enough tapes that you, as a member, should never have to compete with others for the titles you want, right? Unfortunately, this is not the case. Tape requests seem to go in cycles, with the same 30 or so tapes being requested at any given time. This does mean that the person standing in the request line in front of you might just be after the same tape you are.

What can you do about it, you say? Well, you can beat that other person up, of course! A sharp blow to the back of the knees, and you can be past them in line, proud of your superior position in line . . .

Hey you! Help that person up! I was only kidding!

What you should actually do is accept the fact that your desired tapes will not always be available, and have a few other titles in mind when you get to the librarian for reservations. Lower tape numbers (those less than 200) are very likely to be free. I can guarantee you there are titles there you'll like. Here a few of my favorites:

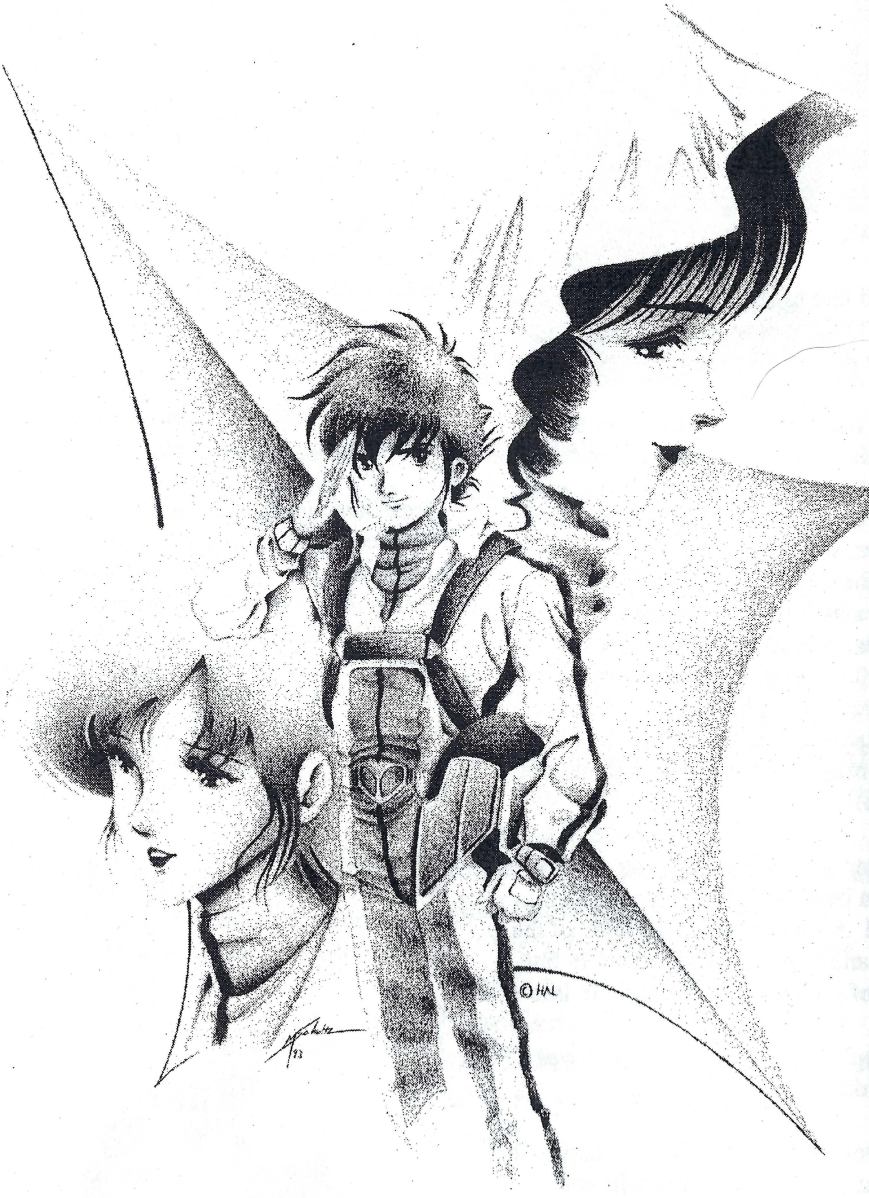
Assemble Insert
Bastard!!
Campus Guardress, Bakuen
Dominion Crusher Police
Five Star Stories
Giant Robo
Green Wood
Mobile Suit Gundam 0083
Irresponsible Captain Tylor
Video Girl Ai

Several of these I consider "must see" titles. How many of them can you check off as having seen yourself?

Please keep in mind the amount of effort involved in keeping up this library. Many hours are spent obtaining, copying, cataloguing, transporting, and pulling tapes. Our librarian also gives up a good portion of his living space just to house it. Imagine how much more time and space would be needed if there were enough copies of everything to satisfy all requests!

On a final note, I would like to thank, on behalf of the club, all those who have helped make the club library what it is today, and will be in the future.

Casey Hollis,
Vice President, JACO



M. Schultz 1993

Anime Time Capsule!!

ROBOTECH:

A Retrospective

Robotech... just say it to any anime fan over the age of 25, and you will see a multitude of reactions. Some find that the show was the foundation for anime fandom in America, without it, club such as JACO would never have been as successful. Others vilify Robotech 'creator' Carl Macek as the Anti-Christ of the anime art. His butchering of three completely different anime shows (Macross, Southern Cross and Mospeda) into the highly successful Robotech was paramount to nailing Jesus to the cross.

In 1985, Robotech premiered in the US and changed American TV animation. Shows like Gatchaman (Battle of the Planets) and Yomato (Star Blazers) had been shown previously, but had major editing done removing much of the death, violence and social issues. Robotech showed planes being destroyed without the last second parachute escape (ala G.I. Joe), cross dressing, militant pacifism and the death of major characters.

In this retrospective, Lonny Volat, John Stepp and Ken Nabbe will be looking at each piece of the Saga of Robotech. Each will be giving their insight on the influence of Macross, Robotech Masters, and the New Generation on Anime fandom in its earliest days, and how it affected each of them individually. Love it, hate it, worship it, no matter what you think of it, Anime Fandom would not be what it is today without Robotech.

ROBOTECH EPISODE LIST

Macross Saga

1 – Booby Trap
2 – Countdown
3 – Space Fold
4 – The Long Wait
5 – Transformation
6 – Blitzkrieg
7 – Bye-Bye Mars
8 – Sweet Sixteen
9 – Miss Macross
10 – Blind Game
11 – First Contact
12 – The Big Escape
13 – Blue Wind
14 – Gloval's Report
15 – Homecoming
16 – Battle Cry
17 – Phantasm
18 – Farewell, Big Brother
19 – Bursting Point
20 – Paradise Lost
21 – A New Dawn
22 – Battle Hymn
23 – Reckless
24 – Show Down
25 – Wedding Bells
26 – The Messenger
27 – Force of Arms
28 – Reconstruction Blues
29 – Robotech Masters
30 – Viva Miriya
31 – Kyron's Revenge

A Retrospective, Part I

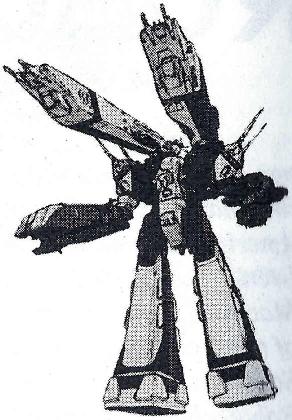
ROBOTECH: THE MACROSS SAGA

Written By: LTCmdr Kenneth Nabbe, RDF

32 – Broken Heart
33 – A Rainy Night
34 – Private Time
35 – Season's Greetings
36 – To the Stars

Robotech II: The Sentinels*

Robotech Masters
37 – Dana's Story
38 – False Start
39 – Southern Cross
40 – Volunteers
41 – Half Moon
42 – Danger Zone
43 – Prelude to Battle
44 – The Trap
45 – Metal Fire
46 – Stardust
47 – Outsiders
48 – Déjà vu
49 – A New Recruit
50 – Triumvirate
51 – Clone Chamber
52 – Love Song
53 – The Hunters
54 – Mind Game
55 – Dana in Wonderland
56 – Crisis Point
57 – Day Dreamer
58 – Final Nightmare
59 – The Invid Connection
60 – Catastrophe



A house is only as strong as its foundation. This is just as true in a serial show. Would anyone have watched the X-Files if the first season was not interesting? Luckily, *Robotech* was able to build upon one of the greatest stories told in Anime, *Macross*. Of the three series Carl Macek used to create *Robotech* (Macross, Southern Cross and Mospeda), Macross was the most well known, and if it weren't for a toy tie-in with Revell, *Robotech* would have been known as 'Macross'.

The basic story of the Macross Saga is quite simple. It is a love triangle between the three pivotal characters, Rick Hunter, Lynn Minmei, and Lisa Hayes. The problem is, they are all on a huge dimensional warping ship that is fighting its way back to Earth, after accidentally warping out to the outer reaches of the Solar System. The ship is the Super Dimensional Fortress-1 (SDF-1). A ship that crash landed on Earth, and was rebuilt to defend its adoptive planet. The strangest feature of the SDF-1 is its ability to warp space within its hull. The volume of the ship is nearly five times, what its surface area should hold, giving it plenty of space to house the inhabitants of Macross City after the warp accident.

Though the ship itself was neat, *Robotech's* claim to fame was the introduction of transformable battle units (mecha) to American airwaves. *The Transformers* predated *Robotech* by half a year, *Robotech* brought human controlled mecha, rather than the sentient versions offered in Transformers, into the limelight. The Veritech fighter was a redesign of the American F-14 Tomcat, which could transform into two other battle modes. First is the Battloid mode, which is the thirty-foot 'robot' form of the Veritech fighter. Lastly was the Guardian mode, which was a hybrid of the Battleoid and original Fighter mode. Thus making it look like a huge bird with arms. It allowed extreme low altitude maneuverability with increased speed. There was no question that the Veritech was the star of the show, but other non-transformable mecha known as Destroids, were featured throughout the show as well.

The story does not center on the conflict between the aggressive Zentradi and the SDF-1, but follows a conflict that is much more intense. Our hero, Rick Hunter, is torn between two women falls in love with, Lisa Hayes and Lynn Minmei. This begins with episode 1, and Rick never does make a decision until the final moments of episode 36. No animated serial ever tackled the issues of relationships and the effects they have on real life. What other show related the problems of having to juggle work and a relationship. You only have to see the anguish on Rick's face as he is required to fly patrol duty during the Miss Macross pageant, missing Minmei's most important night (that week), to realize what it felt like. It was a scary feeling to relate to Rick when Minmei would guilt him into helping her solve her 'crisis' while Lisa was left waiting and waiting for Rick's arrival. I learned early in life, that its not smart to have two girlfriends, by watching *Robotech*. Though romance was a new social issue to tackle, it wasn't the strongest *Robotech* challenged.

When watching episodes of *G.I. Joe* or *The Transformers* there was something that just didn't sync up correctly. When one of those Cobra planes was shot down, you always saw that tattletale white parachute leave the cockpit just as the plane exploded. Death was not heard of, you just didn't do that on cartoons. That changed with Robotech. Ships exploded, planes erupted into flames and there were no little parachutes in the vacuum of space. It is quite easy to kill swarms of unnamed flunkies, anyone has to see a John Woo film to understand that. *Robotech* was the first to kill pivotal characters. The death of Roy Fokker generated tons of fan mail to Harmony Gold (US production house for *Robotech*), praising them on how the death of a close friend was portrayed. The ripple effects of his death were shown in Rick, Lisa, Minmei, and the entire crew of the SDF-1.

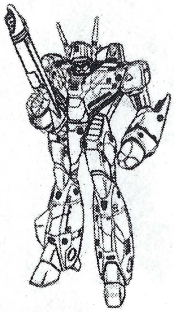
In retrospect, the Macross Saga does focus quite a bit on the three pivotal characters, making all the rest just set dressing most of the time. That is because the formula works. Of the three shows that comprise *Robotech*, *Macross* is the only one to have created a franchise. Spawning a Movie (*Macross: Do You Remember Love*), two ova series (*Macross II: Lovers Again* and *Macross Plus*), an entire new TV series (*Macross 7*), and it wasn't just a fluke that the entire *Robotech II: The Sentinels* project was based on the Macross Saga characters. The Macrossian Love Triangle is the mainstay of conflict in these series. What else is more interesting than man vs. woman?

The New Generation

61 – The Invid Invasion
62 – The Lost City
63 – Lonely Soldier Boy
64 – Survival
65 – Curtain Call
66 – Hard Times
67 – Paper Hero
68 – Eulogy
69 – Genesis Pit
70 – Enter Marlene
71 – The Secret Route
72 – The Fortress
73 – Sandstorms
74 – Annie's Wedding
75 – Separate Ways
76 – Metamorphosis
77 – The Midnight Sun
78 – Ghost Town
79 – Frostbite
80 – Birthday Blues
81 – Hired Gun
82 – The Big Apple
83 – Reflex Point
84 – Dark Finale
85 – Symphony of Light

Episodes are listed in chronological order.

***OVA of all current Sentinels series footage**



A Retrospective, Part II

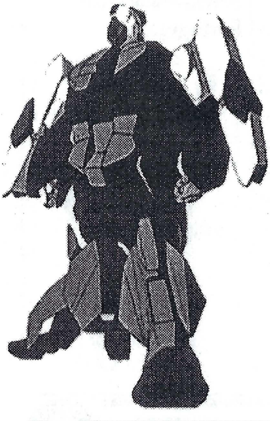
ROBOTECH:
THE ROBOTECH MASTERS

Written By: Sergeant Major Lonny Volat, ASC

When Carl Macek was putting together his *Robotech* saga for Harmony Gold in the mid-1980's, he needed a story to fit between the Macross chronicle and that the Invid tale. He found what he was looking for in "Super Dimensional Calvary Southern Cross," soon to be known as "The Robotech Masters." Whereas "The Macross Saga" was primarily concerned with space / naval / air combat and "The New Generation" reflected more partisan / guerilla tactics, "The Robotech Masters" focused on tank warfare, as was evidenced by the show's primary mecha – the VHT-1 Hovertank.

The story begins some fifteen years after the events of "Macross" and centers upon Dana Sterling, the daughter of Max and Miriya. As this chapter of the *Robotech* saga begins, Dana has just graduated from the Earth Forces Military Academy. She finds herself given command of the 15th ATAC (Alpha Tactical Armored Corps) Squad, replacing its previous commander, Sean Phillips, whose activities often get him in trouble with his superiors. Dana, however, is not much better, soon finding herself in the brig, as well. But she is soon released and leads her squad into battle against the Bioroids of the recently arrived Robotech Masters.

The Robotech Masters are a race of beings from the planet Tirol. They are masters (no pun intended) of cloning technology, whose society is organized into triumvirates of clones. The Masters sent the Zentraedi to Earth in search of Zor's flagship (the SDF-1). When contact with the Zentraedi is lost, the Masters decide to travel to Earth, themselves. Their Bioroid mecha meet the Armies of the Southern Cross, including Dana's 15th Squad. The 15th plays a pivotal role in the battle and the Masters are momentarily defeated. For her actions, Dana is promoted.



Although there are at least a dozen members of the 15th, the series only focuses on five. Directly below Dana is a big sergeant named Angelo Dante. Angelo's reaction to the new squadron commander is similar to Britten's attitude towards Leona in *Dominion Tank Police* – that of a chauvinistic male patronizing a frail little girl. However, Angelo soon learns that Dana has what it takes to lead the 15th. In addition to Angelo and Sean, there is Bowie Grant (nephew of Claudia from "Macross"), a musician by nature, and Louie Nichols, the squad's techno-nerd. Interestingly, both Dana and Bowie share a guardian patron in the form of General Rolf Emerson.

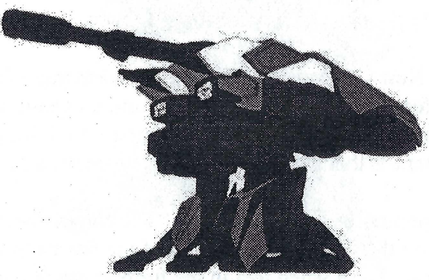
(Trivia Question time! Later in the series, Louie invents a targeting system for a video simulation game that is seized by the military for use in the battle against the Robotech Masters. Ten points if you can name the device.)

Two things form a common bond between the three series that make up *Robotech*. The first is the presence of Protoculture-powered transformable mecha. In "The Robotech Masters," there are three forms of mecha used by the Armies of the Southern Cross. The main mecha is the VHT-1 Hovertank used by the ATAC squads. The VHT-1 deploys in three modes: Hovertank, Guardian, and Battloid. The standard form is Hovertank – a fast, moderately well armed ground vehicle. Guardian mode transforms the VHT-1 into a mobile howitzer platform, capable of inflicting heavy damage at very long ranges. Although the Guardian is mobile, it is very ungainly, similar to the Destroids of "Macross." Battloid mode changes the VHT-1 into a bipedal combat machine. One major difference between the VHT-1 and the Valkyries of "Macross" is that the hovertank's pilot wears a full suit of combat armor. This is probably because the cockpit of the VHT-1 is exposed in both Hovertank and Guardian modes. (Plus, it looks cool.) Other transformable mecha used by the humans include the Logan air/space fighter and the AJACS combat helicopter used by the Air Cavalry. In addition, the Global Military Police have their own battloids.

The other common tie between the three *Robotech* series is the love stories. In "the Robotech Masters," there are three romantic subplots. The simplest one is the on-again-off-again relationship between Sean Phillips and Marie Crystal of Air Cav 1; their strong mutual attraction is complicated by the inter-service rivalry between the ATAC and Air Cav. Then there are Dana and Bowie, both of whom fall in love with Tiroleans. Bowie falls in love with Musicaa, who keeps the Tirolean population complacent with her powerful music, assisted by her clone sisters. Dana, on the other hand, becomes infatuated with a Bioroid pilot who is captured by the 15th during one of their battles. This pilot is Zor Prime, a clone of the original Zor – discover of the Invid homeworld, developer of Protoculture, Vile Betrayer of the Invid Regis, and all-around swell guy. The Masters have cloned Zor to gain knowledge of the location of the Protoculture matrix (hidden in the ruins of the SDF-1, which was originally Zor's flagship), but the process is flawed and Zor Prime remembers in only brief flashbacks. The Masters allow him to be captured by the humans because they can see what he sees and they use him to spy on the plans of Armies of the Southern Cross. But in the end, Zor Prime regains his memories (or rather, the memories of the original Zor) and rebels against the Masters. He causes their ultimate downfall, but unwittingly sets the stage for the third chapter in the *Robotech* saga by destroying the matrix and releasing the Flower of Life contained therein.

For most fans of *Robotech*, "The Robotech Masters" is probably its weakest link. The characters are not as strongly developed, the VHT1 is not considered as cool as either the Veritechs or the Cyclones, and the Masters and their Bioroids just are not in the same league as the Zentraedi or the Invid. Nevertheless, its story and characters (particularly Dana) are vital when viewed in the overall history of *Robotech*, as constructed by ghostwriter Jack McKinney. And Dana remains the saga's true star to groundpounder military fans around the world. Oo-rah!

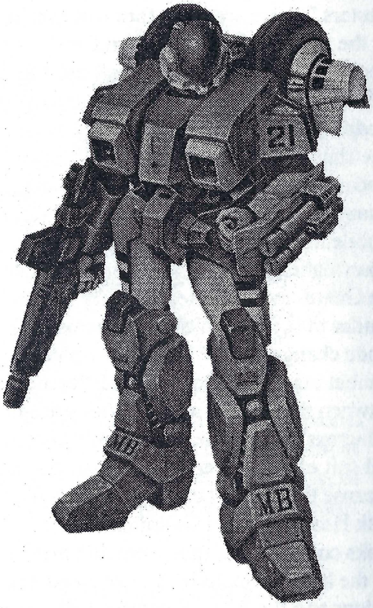
(Trivia Answer: Louie Nichols' target acquisition device is called the pupil pistol.)



A Retrospective, Part III

ROBOTECH:
THE NEW GENERATION

Written By: Admiral John Stepp, REF



After resisting alien assaults in the first two chapters of *Robotech*, Earth finally falls to alien invasion in the concluding chapter – "The New Generation". The Flower of Life, power source for the show's signature Protoculture Robotechnology, has thrived in its new Terran environment and has drawn the attention of the inhuman Invid race. Still exhausted from fighting against the Robotech Masters, Earth's defenders are no match for this new menace and human civilization is once again shattered. The Invid settle into the ruins to farm the Flower of Life for themselves.

Fortunately, reinforcements arrive from the Robotech Expeditionary Force, which left Earth at the end of "The Macross Saga" in a vain attempt to intercept the Robotech Masters before they reached Earth.

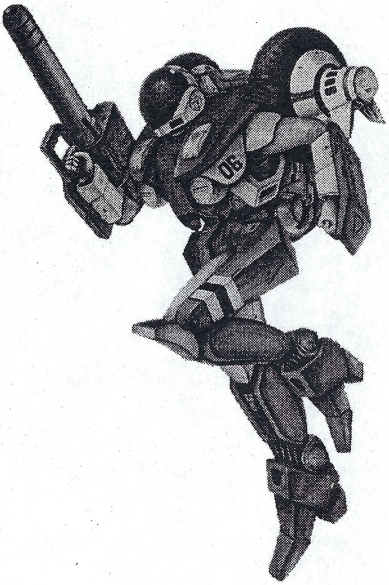
Unfortunately, they don't do much better at stopping the Invid.

The REF force is shattered and the few survivors are scattered. One survivor refuses to surrender in the face of insurmountable opposition. He assembles a rag-tag team of would-be freedom fighters and sets out to personally kick these Invid creeps off the planet.

"The New Generation" was originally *Genesis Climber Mospeada* – a Tatsunoko production that aired in Japan in 1983, years after the previous *Robotech* chapters. The show survived the translation process remarkably intact, losing only a few moments of nudity and gaining the inevitable references to earlier *Robotech* chapters. These references occasionally get out of hand (many fans quickly got tired of the incessant name-dropping and hero worship), but don't actually modify the story in any meaningful way.

"The New Generation" shares many elements with the other *Robotech* chapters, including transforming giant robots, fallible and all-too-human heroes, awakening emotions, interspecies romance, and realistic consequences to war. However, it also possesses a few important differences that make it a unique contribution to the "Robotech" saga:

Independence – The heroes of "The New Generation" are the only characters in the saga who are truly on their own. The Armies of the Southern Cross had vast numbers and extensive materiel support. Even when lost in the furthest reaches of the solar system, the Robotech Defense Force could call upon the resources of both an entire spacecraft carrier and the small civilian populace contained therein. However, the "New Gen" heroes have only themselves and whatever they may scavenge. This element makes for a more dramatic feel for the whole series, with frequent episodes being filled with desperate struggles to merely survive against the endless hordes of Invid.



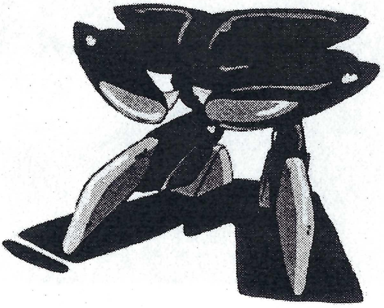
Equal Cast Rights – "The New Generation" has a much more balanced cast that its fellow chapters. "The Macross Saga" focuses on the Rick-Lisa-Minmei love triangle and "The Robotech Masters" is practically dominated by Dana Sterling, but the "New Gen" characters share the limelight fairly equally. Each of the characters is vital to the group's survival and each gets many individually crafted stories.

Better Bad Guys – "The New Generation" offers more interesting villains, as well. The Zentraedi are just really big guys who act like elementary school bullies. The Robotech Masters are merely inscrutable and emotionless reflections of humanity (and themselves). The Invid, however, start out as bug-like, hive-minded, robo-critters with bizarre senses and unguessed motives. We watch them literally evolve into a more complex, more human form of life. As can be imagined, this provides a rich ground for intriguing story material and a more fulfilling overall plotline. Plus, the Invid just look far cooler than the other *Robotech* aliens do.

Cyclones – "The New Generation" introduces human-scale power armor to the *Robotech* saga. The other chapters offer a variety of giant robotic vehicles, which is also found in "New Gen," but the Cyclone ride armor is a brilliant innovation. Cyclones are motorcycles that transform about the riders to form nimble, yet powerful man-sized fighting machines. The Cyclones provide perhaps the most widely recognized visuals of the entire series. Boys love big 'bots, but it's much easier to pretend you're hopping about as a Cyclone soldier or to believe your bicycle is just waiting to transform into ride armor.

The one weakness of "The New Generation" is that it fails to provide any greater sense of closure than do the previous chapters. Yes, our heroes are ultimately triumphant and yes, they overcome their aggressive tendencies to find a common ground with their enemies, but that's all been done before. The story does close out the series of menaces brought about by the discovery of Protoculture, but it doesn't feel like anything greater than the end of a particular chapter.

On the whole, "The New Generation" is my favorite of the *Robotech* chapters. It has a better cast, better villains, and a better collection of mecha than the preceding installments. I find the desperate struggle of lone freedom fighters more compelling that either "Macross" or the "Masters". And, personally, I just love the Cyclones.



Di Gi Charat

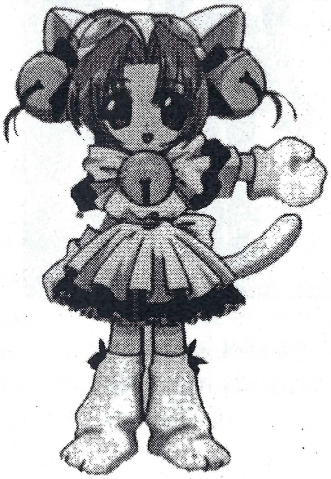
Anime Review by: *R. Van Cleave*

There are animes based off of video games, and there are animes based off of manga. But have you ever heard of an anime based off of a chain of video game stores? GAMERS, a chain of stores in Japan, had a popular mascot, Di Gi Charat. She had trading cards, toys, and telephone cards made of her. It's only natural that she would get her own show.

Di Gi Charat is the story of three aliens, Di Gi Charat (aka. Dejiko), Petit Charat (aka. Puchiko), and Gema. Dejiko came to Earth to become a famous actress, and lands in Tokyo's Akihabara district (where are the electronics and game stores are). Unable to afford an apartment or anyplace to live, they wind up on the street. Luckily, the manager of the GAMERS store (who, like all unimportant characters, looks like a colored finger with a face on the nail), allows them to stay in exchange for working. From there on, it descends into weirdness. (As if it wasn't weird all ready.)

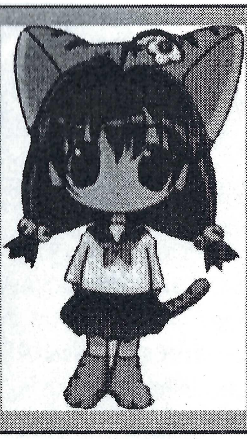
Di Gi Charat is a short series of 16 episodes all roughly 5 minutes long that ran in 1999.

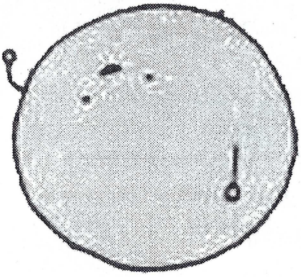
The Characters:



Di Gi Charat (aka. Dejiko): The cute star of *Di Gi Charat*. At first glance you'd think she would be all cute and nice… but you'd be wrong! She's actually egotistical and mean spirited. She likes to zap Gema with her "mekara biimu", a laser blast from her eyes. She ends every sentence with "nyo".

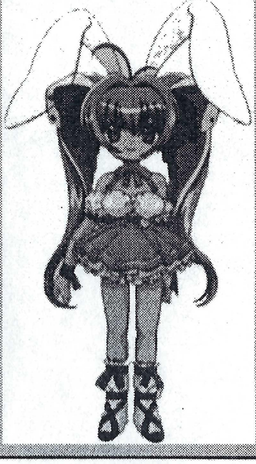
Petit Charat (aka. Puchiko): If Dejiko is cute, then Puchiko is saccharin sweet. She is quiet and shy. Her "mekara biimu" isn't fully developed yet. She ends every sentence with "nyu".





Gema: Gema is a yellow ball with little stick arms and an upside down face. He corrects Dejiko when she does bad things, and is constantly ad odds with her, fighting until she invariably gets zapped by Dejiko's "mekara biimu". She ends every sentence with "gema".

Hikaru Usada (aka. Rabi En Rose): Usada is Dejiko's arch rival. She also works at the GAMERS store and is trying to become an idol. Although she dresses in a rabbit costume, she is not an alien like Dejiko and Puchiko.

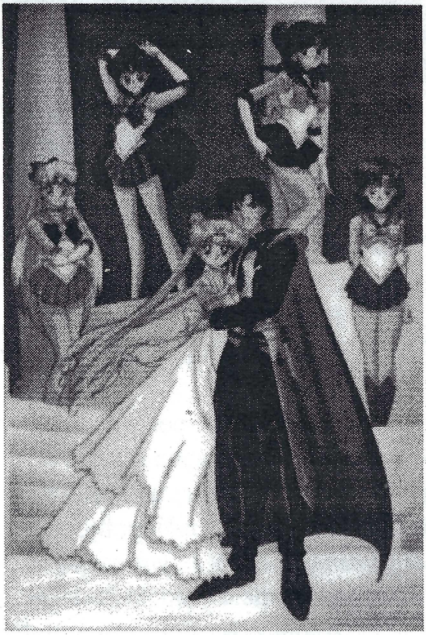


Personally, I like this cute series a lot, and encourage you to watch it. You can find more information at http://www.crosswinds.net/~jeleinen/digicharat/main.html.

Sailor Moon

RPG and Resource Book

Review by: John "Sailor Simulist" Stepp



The Sailor Moon Role-Playing Game and Resource Book is quite an ambitious project. The target market for the anime series is not a traditional market for RPGs and, while many gamers are anime fans, the *Sailor Moon* series is not traditional RPG material. The Game and Resource Book must balance its appeal to non-gamer fans against its playability as an RPG against the author's desire to persuade non-gamers to play the game.

The Game and Resource Book performs surprisingly well at its varied tasks, though not perfectly. The game is slighted a bit in favor of the resources, leaving many intriguing and important questions unanswered. The game does not support much deviation from the TV series, which hurts longevity. The total package is of limited interest to most gamers. For fans of the series, however, it should be a welcome addition to their collections.

The Concept

Players assume the roles of youthful superheroes (or superheroines) who protect the ignorant mass of humanity from secretive supernatural menaces. In Sailor Moon, the youthful element may be even more important than the superheroic element. Immature characters provide idealism, naivete, uncertainty, and a sense of high drama. Many of the game's recommended themes revolve around teen-aged trials and the struggle to grow-up. It is this focus on child heroes that distinguishes Sailor Moon from other superhero games.

The players are intended to form a team of heroes and a group of friends. The text repeatedly reminds us that the *Sailor Moon* series is far more concerned with story, character development, and interpersonal relationships than with the underlying conflict that supports and drives the show. Fortunately, these reminders are reinforced by the nature of the system mechanics.

The Game

Sailor Moon uses the Tri-Stat System – a very basic set of mechanics that emphasize role-playing over roll-playing. Characters boil down to three "Stats", rated from 1 to 6:

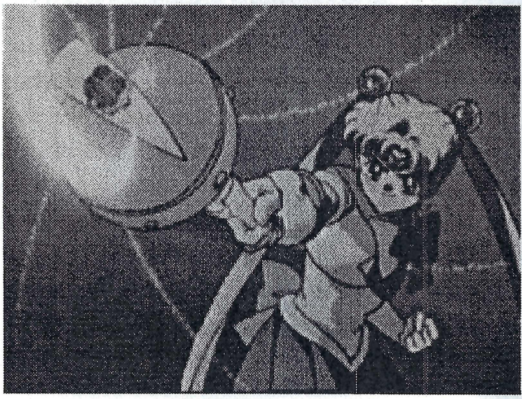
Body	(a general measure of physical competence)
Mind	(a general measure of mental competence)
Soul	(a general measure of emotional or spiritual competence)

These three Stats combine to form three "Derived Values":

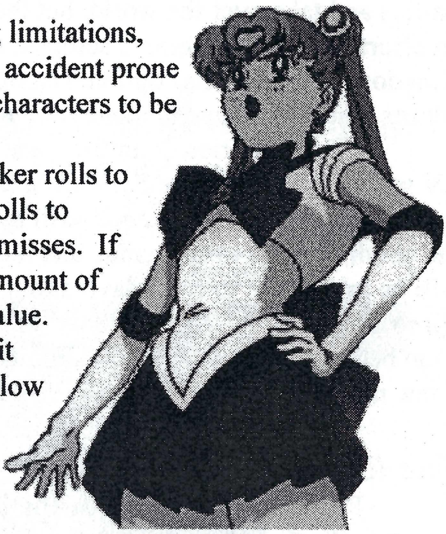
Combat Value	(how good you are at fighting)
Health Points	(how much damage you can take)
Energy Points	(how long you can work / fight)

All tasks are performed by rolling 2d6 (added together), trying to score below your rating in the related Stat. (For example, you'd roll against Body if climbing over a fence, but use Mind if finishing your homework.) The further you roll below your rating, the better you've done. The further you roll above your rating, the worse you've failed. Opposed tasks are won by the character that rolled furthest below his rating.

A character that is especially good at doing something may purchase one or more "Attributes", such as Acrobatics or Heightened Senses, also rated from 1 to 6. Attributes directly improve rolls by their rating (Acrobatics-2 would subtract 2 from your roll). Some Attributes are used to provide the superhuman powers so common in *Sailor Moon* (ranging from Animal Guardian to Elemental Control to Summon Minions). All characters start with a number of points to buy Attributes and may accept "Character Defects" in order to buy more Attributes. Defects usually don't affect the



mechanics, but mostly provide role-playing limitations, such as being a teenager (Ageism) or being accident prone (Awkward). Attributes and Defects allow characters to be customized to player taste.



When you get into a fight, the attacker rolls to hit. If the attacker succeeds, the defender rolls to avoid. If the defender succeeds, the attack misses. If the defender fails, the attack inflicts a set amount of damage, based on the attacker's Combat Value. (Combat is the one part of the game where it doesn't matter how far you roll above or below your rating.) If you take more cumulative damage than you have Health Points, you die.

That's essentially the game. The mechanics take up a mere 8 pages (including a full-page chapter title). Character creation takes 36 pages, but due to the breadth of possibilities, not from any complexity. 13 pages are devoted to GM advice and 6 pages are used to present a pair of sample adventures. That totals 63 pages of game out of 206 pages of product.

The Campaign

The Game and Resource Book provides almost everything needed to reproduce the *Sailor Moon* series. There are complete character write-ups of the five Inner Sailor Scouts (Mercury through Jupiter), Tuxedo Mask, and all the major villains from the first two seasons of the TV show. There is discussion of the themes found throughout *Sailor Moon*, as well as the origins of the Magical Girl format. There is a brief overview of Tokyo and the various locations used in the show. There is an exhaustive timeline of the story. There is a set of tables for randomly generating the Monster of the Week. There is even a short primer on how public schools work in Japan.

For players who want to run an authentic Sailor Moon campaign, this is essentially Plug'n'Play gaming. The material is flexible enough to allow basic changes to campaign – whether relocating the action to Miami or redesigning the Sailor Scouts to fit personal preferences. However, you can't go much further than that, despite frequent suggestions to the contrary.

Readers are presented with several possibilities for campaign customization, all of which are swiftly abandoned to individual creativity. The character creation rules allow for male Sailor Knights (such as Tuxedo Mask), but provide extremely little guidance on how they work. There's mention of a villain's campaign, where players try to defeat the meddlesome

Sailors and take over the world, but there is no source material to support such an effort. Fantastic alternate settings, such as Crystal Tokyo or the Moon Kingdom, are offered as optional campaign locations, but each suggestion admits that you'll have to make it all up yourself.

This restriction is unfortunate. Despite the wild popularity of both the TV series and the manga, *Sailor Moon* presents a very restricted environment for role-playing. Many gamers will be frustrated by the female character bias, the youthful spirit of the game, and the relatively mundane setting. Non-gamers will be introduced to role-playing, but will have to look elsewhere to gain an appreciation for the true flexibility of the medium. Players of all types may soon become bored with game's limitations. A little more creative energy and a few more pages of game material would've made for a superior product.

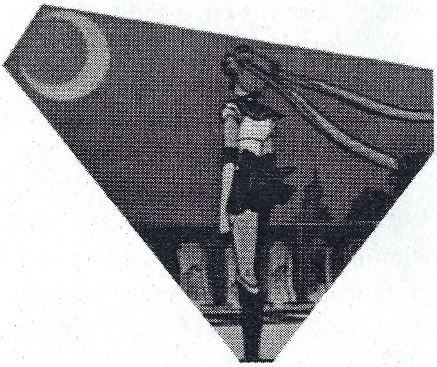
The Resources

Resources are the true strength of the Game and Resource Book. Lavishly illustrated (with 16 full-color pages) and filled with high-detail information, it is a wonderful companion to *Sailor Moon*. Synopses, episode guides, character profiles, story timeline, location descriptions, song translations, seiyuu lists, web-site bibliography. The Game and Resource Book provides a staggering amount of fannish knowledge, enough that people totally unfamiliar with the show will quickly gain a comprehensive appreciation for it.

Conclusion

The Sailor Moon Role-Playing Game and Resource Book performs admirably as a sourcebook for the show and as an anime-inspired RPG. *Sailor Moon* fans will be delighted with the illustrations, details, and references provided. Gamers looking to play their own version of the series will find the book invaluable. However, despite its efforts, the Game and Resource Book lacks broad gaming appeal and fails to take advantage of the incredible flexibility inherent in role-playing. Though an exciting initial read, I fear this product will quickly become another placeholder on the bookshelf.

Rating:
3 out of 5 Sailor
Senshi



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CYBER TROOPERS
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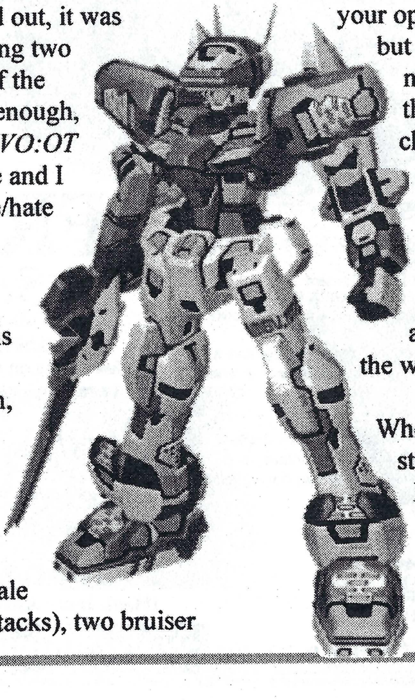
GAME REVIEW BY: JOEY SNACKPANTS, ESQ.

Virtual On has always been an arcade favorite of mine. Big robots blowing things up with big guns and bigger explosions. Therefore, when I heard there was a sequel in the works I was extremely excited. My search in the Orlando area for *Virtual On: Ontario Tangram* was fruitless. From what I have been able to find out, it was available in a whooping two arcades on this side of the Pacific. Well lucky enough, just a few weeks ago *VO:OT* was released stateside and I have to say it's a love/hate relationship.



Just like previous *Virtual On* games, this one has a variety of mechs to choose from, including all the favorites from the original. For an added bonus, they have added four new mechs. Another female type (featuring Ice attacks), two bruiser types, and a good all-around unit. Just as before we have a Right, Left and Center weapon with energy bars, but now we have a super weapon. Just like the typical fighting games, if you hit the super weapon button and execute a series of button and direction combinations, you can unleash a can of whoop ass on your opponent. It might not hit, but it's released. It does add a neat strategy to the game, though its not the biggest change in game play. We now have location specific damage. Therefore, if you are dashing to the left and you catch an entire volley of energy blasts in you left arm… its gone, or at least the weapon is. OUCH!

Where *VO:OT* takes the next step is in the battle locations. In the original version, the terrain was nice. A forest here, a space hangar there, but it lacked anything truly interesting. It just added

obstacles to get in the way of you unleashing death and destruction on your enemy. Now we have underground caves, undersea power plants, and an outside sanctuary that actually provides intelligent cover. Now one has to take a second and consider where they are rushing off to before they hit that dash button. This added 'neat' factor coupled with the consistent 60 fps playback, make *VO:OT* a visual masterpiece. Just watch the intro and replays to have an unbiased look at the visuals… ooooooh pretty. Finally, they also adjusted the entire two player visuals. Now you can have the screen split one of four ways. It looks like they actually spent a lot of time determining what would actually make it extremely playable on a single screen system.

But every silver lining has a dark cloud. When I began to play *VO:OT* I sent an AOL Instant Message (*JoeySnackpants for those who care*) out that says, "VIRTUAL ON 2 SUCKS!… No I don't think you understand how much it sucks… I can't use it as a coaster, it would suck the Coke out of the can." After explaining how great it looks how could I say it sucks? It is an extremely simple answer, the controls. For all of you that have played the original *Virtual On* in the arcades, you know that the game is played with a pair of joysticks. These allow you move forward, backward and rotate extremely well. In Japan *VO:OT* was released with the 'Twin Stick' controllers, and there was much happiness, but here in the states they are not available. So one must *VO:OT* with the Dreamcast controller, using the pad for directional movement, and the analog stick for rotation. Well to say the least, it was not fun, and I informed A LOT of people my displeasure (sorry Alex and Richard). I figured this was a game killer, and expected this game to go right back to EB, but something changed. With about four hours of constant play, I became extremely adept at the controls, and the fun factor increased tenfold.

Should you buy *Virtual On: Ontario Tangram*? Well it matters. Are you willing to take the time to learn the controls? Are you a big fan of *Virtual On*? Are you willing to allow your friends to master the controls before you beat the snot out of them? If your answer is yes then *VO:OT* is a game for you, but if you lack patience, I would just overlook this one and play your buddy's version. There must be a lot out in Orlando, because it was sold out at most of the stores I visited.

RATING:
4 OF 5 SWEATSHOP
COMMANDOS

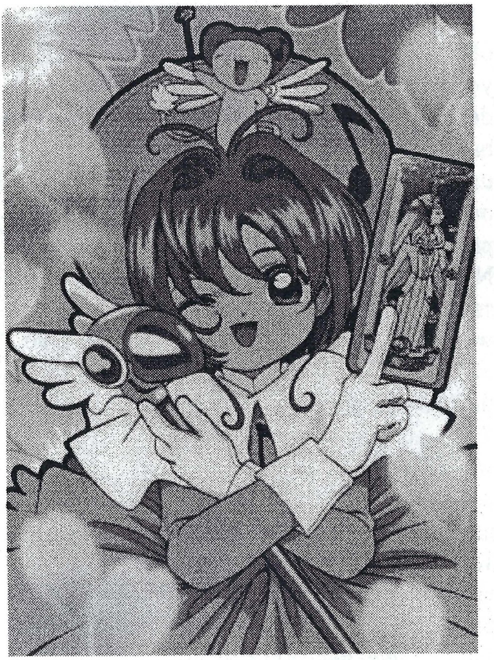
CARDCAPTOR SAKURA

Anime Review By: Nicole Kintner

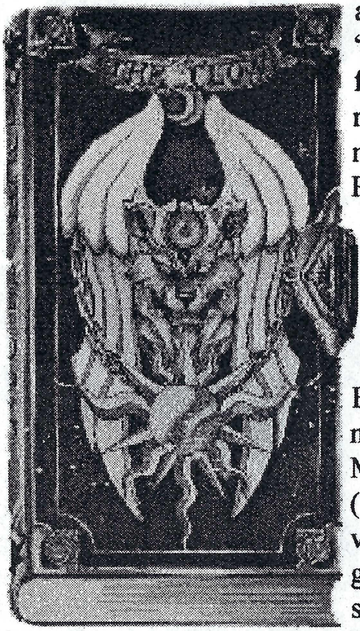
A cute girl with magical powers and a fluffy mascot…a formula for about half the anime in existence, right? While *Card Captor Sakura* displays many of the typical elements that make up any "Magical Girl" show, it is far from the typical. This is Magical Girl done right!

The story centers on Sakura Kinomoto, a cheerful and energetic 4th grade student. One day after school, she hears a noise in her father's study, and goes to investigate. There she finds a mystical looking book called "The Clow". When she opens the book, she accidentally unleashes the magic cards inside, called "Clow Cards". The book's guardian, Cerebus (a.k.a. Kero-chan), awakens, and charges Sakura with the responsibility of collecting all the cards and returning them to the book, before they can spread chaos throughout the world. Therefore, Sakura Kinomoto becomes the Card Captor Sakura!

Created by the popular female artist group known as CLAMP (Magic Knight Rayearth, X 1999), *Card Captor Sakura* may be their most popular title yet. The manga series began on June 1996, and is still running today. Currently, the manga is split into two major story arcs: The Clow Card series, and the Sakura Card series. The manga became hugely popular (as most of Clamp's stuff does), and spawned the animated series and a movie.



Card Captor Sakura has many interesting aspects to it. The story is fresh and intriguing, despite the fact that the show falls into the magical girl genre, a genre often thought of as being repetitious. The idea of "captors" detecting magical cards and binding them is not only original, but leaves open tons of possibilities for plot development. While the cast of characters is small, they are all well rounded, and you can tell that there is much more than meets the eye. The show also has many "merchandisable" aspects.



Besides the Clow Cards (which are sure to inspire a Collectable Card Game), there is the cute and fluffy Kero-chan, and Sakura herself. Sakura wears a new costume every time she goes into battle, which gives a slightly new and fresh look to every episode. A very neat touch, although I'm sure the animators are pulling their hair out.

One of the most amazing things about the television series is the high quality of animation. The animation is fluid and very well executed, in everything from Sakura rollerblading to school to the often amazing Clow Card battles. There is next to no cycled animation, mostly thanks to Sakura's many costumes. The backgrounds are beautiful, and the show captures CLAMP's original vision very well.

Starting in June 2000, the Warner Brother's network will try to re-capture (pun intended) some of *CCS*'s popularity when they release the show as *Cardcaptors*. Interestingly, the WB has shifted the focus away from Sakura, and instead highlights the concept of the show, the Clow Cards themselves and those who capture them. This reflects the WB's desire to abandon any notion that this is a "chick" show, and strive for the much larger (and more profitable) gender-neutral market that Pokemon has obtained. Indeed, *Card Captor Sakura* has already garnered American fame among the fan community. The English edition of the manga, published by Mixx Entertainment (Tokyo Pop), is doing very well, and will only gain steam when the show hits the airways. No doubt, *Cardcaptors* will be a huge hit, so expect to see Sakura merchandise in the Wal-Mart near you soon!

Bite me Pikachu!!

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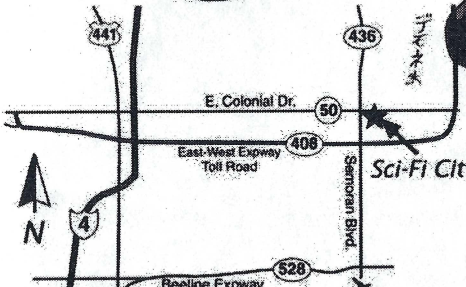
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Fan Fiction

Robotech: Words from the Line

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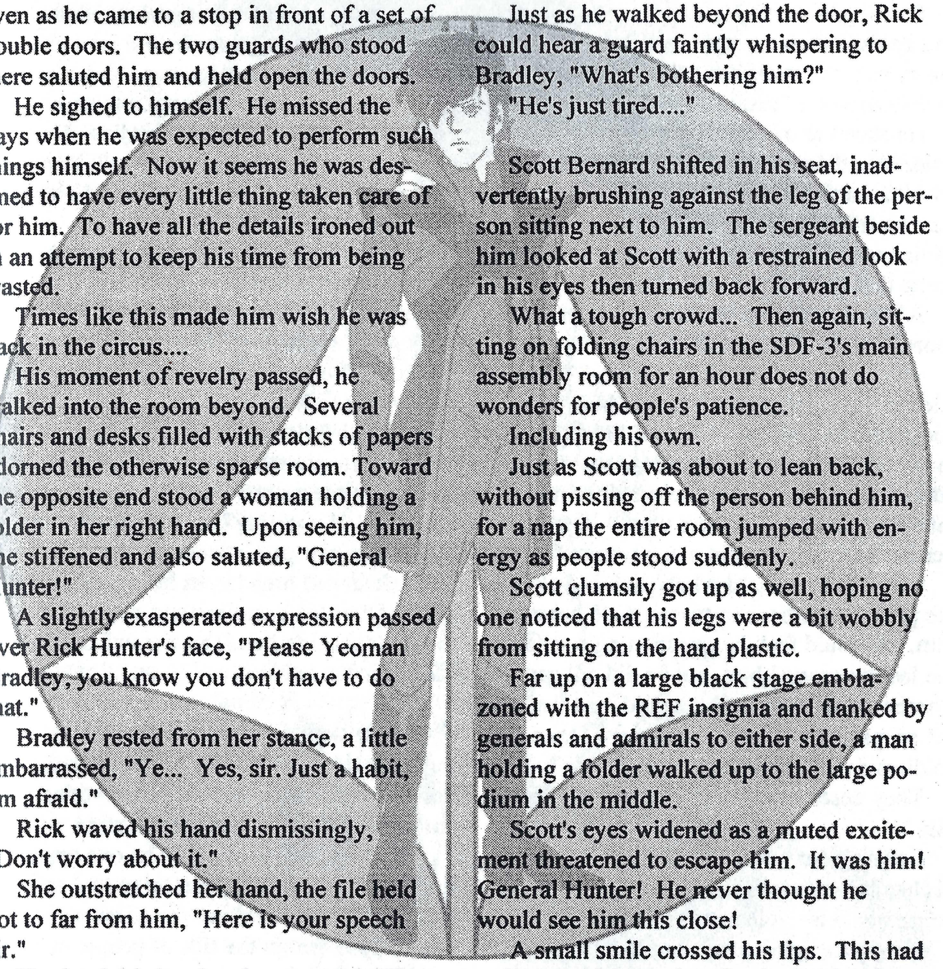


His steps echoed throughout the hall as he walked. The hollow sounds continued even as he came to a stop in front of a set of double doors. The two guards who stood there saluted him and held open the doors.

He sighed to himself. He missed the days when he was expected to perform such things himself. Now it seems he was destined to have every little thing taken care of for him. To have all the details ironed out in an attempt to keep his time from being wasted.

Times like this made him wish he was back in the circus....

His moment of revelry passed, he walked into the room beyond. Several chairs and desks filled with stacks of papers adorned the otherwise sparse room. Toward the opposite end stood a woman holding a folder in her right hand. Upon seeing him, she stiffened and also saluted, "General Hunter!"

A slightly exasperated expression passed over Rick Hunter's face, "Please Yeoman Bradley, you know you don't have to do that."

Bradley rested from her stance, a little embarrassed, "Ye... Yes, sir. Just a habit, I'm afraid."

Rick waved his hand dismissingly, "Don't worry about it."

She outstretched her hand, the file held not to far from him, "Here is your speech sir."

He shook his head and murmured, "The speeches too?"

"What was that, sir?"

"Nothing, Yeoman. Nothing at all," he replied tiredly as he received the folder from Bradley and began to walk past her to the door.

Just as he walked beyond the door, Rick could hear a guard faintly whispering to Bradley, "What's bothering him?"

"He's just tired...."

Scott Bernard shifted in his seat, inadvertently brushing against the leg of the person sitting next to him. The sergeant beside him looked at Scott with a restrained look in his eyes then turned back forward.

What a tough crowd... Then again, sitting on folding chairs in the SDF-3's main assembly room for an hour does not do wonders for people's patience.

Including his own.

Just as Scott was about to lean back, without pissing off the person behind him, for a nap the entire room jumped with energy as people stood suddenly.

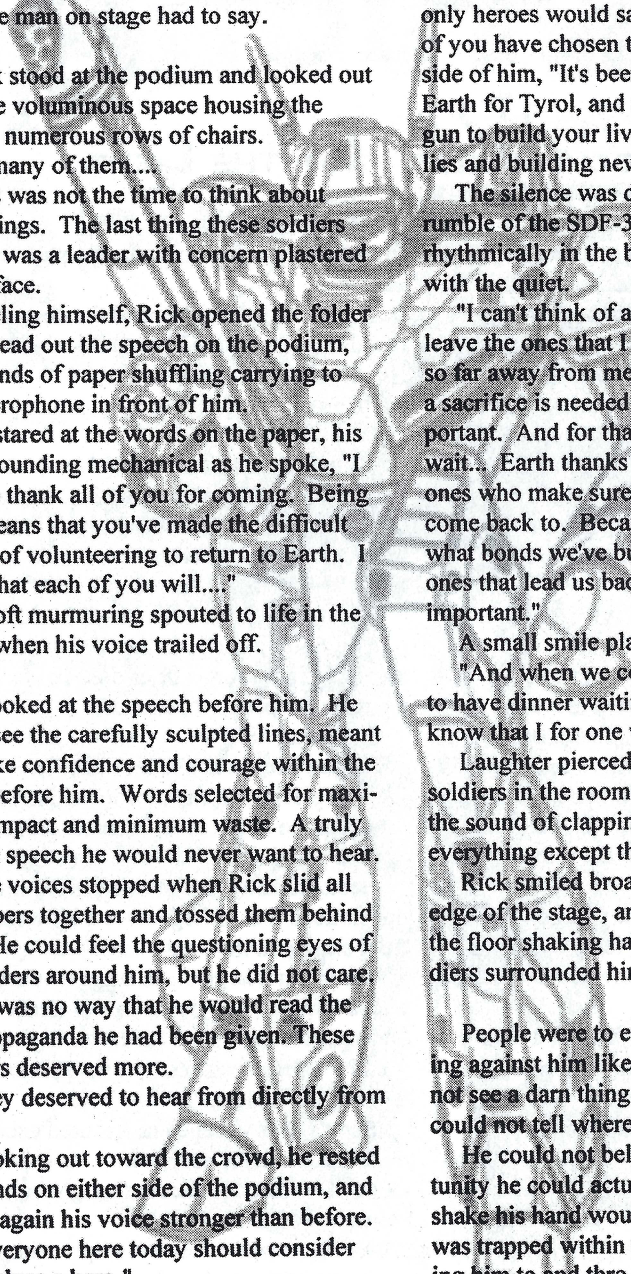
Scott clumsily got up as well, hoping no one noticed that his legs were a bit wobbly from sitting on the hard plastic.

Far up on a large black stage emblazoned with the REF insignia and flanked by generals and admirals to either side, a man holding a folder walked up to the large podium in the middle.

Scott's eyes widened as a muted excitement threatened to escape him. It was him! General Hunter! He never thought he would see him this close!

A small smile crossed his lips. This had to be one of the perks of volunteering for the force returning home.

His mind immediately cleared when he realized that everyone was sitting down for the beginning of the general's announce-



ment. Quickly, he planted himself back on the god-forsaken chair in anticipation of what the man on stage had to say.

Rick stood at the podium and looked out over the voluminous space housing the equally numerous rows of chairs.

So many of them....

This was not the time to think about such things. The last thing these soldiers needed was a leader with concern plastered on his face.

Steeling himself, Rick opened the folder and spread out the speech on the podium, the sounds of paper shuffling carrying to the microphone in front of him.

He stared at the words on the paper, his voice sounding mechanical as he spoke, "I wish to thank all of you for coming. Being here means that you've made the difficult choice of volunteering to return to Earth. I know that each of you will..."

A soft murmuring spouted to life in the room, when his voice trailed off.

Rick looked at the speech before him. He could see the carefully sculpted lines, meant to evoke confidence and courage within the souls before him. Words selected for maximum impact and minimum waste. A truly perfect speech he would never want to hear.

The voices stopped when Rick slid all the papers together and tossed them behind him. He could feel the questioning eyes of the leaders around him, but he did not care. There was no way that he would read the PR propaganda he had been given. These soldiers deserved more.

They deserved to hear from directly from him.

Looking out toward the crowd, he rested his hands on either side of the podium, and began again his voice stronger than before.

"Everyone here today should consider themselves a hero."

A lot of people looked at one another, glances of confusion common among those gathered.

Rick continued, stepping from behind the podium to stand in front of it, "Because only heroes would sacrifice as much as all of you have chosen to," he looked to either side of him, "It's been years since we left Earth for Tyrol, and many of you have begun to build your lives here, starting families and building new bonds."

The silence was deafening, only the low rumble of the SDF-3's systems humming rhythmically in the background intruded with the quiet.

"I can't think of anything harder than to leave the ones that I care for and love to be so far away from me. However, sometimes a sacrifice is needed for something so important. And for that, we thank you. No, wait... Earth thanks you. For you'll be the ones who make sure that we have a home to come back to. Because, no matter what bonds we've built here on Tyrol, the ones that lead us back to Earth are the most important."

A small smile played across his lips.

"And when we come back home, be sure to have dinner waiting for all us, because I know that I for one will be really hungry."

Laughter pierced the silence as all of the soldiers in the room stood and applauded, the sound of clapping hands drowning out everything except the screams of praise.

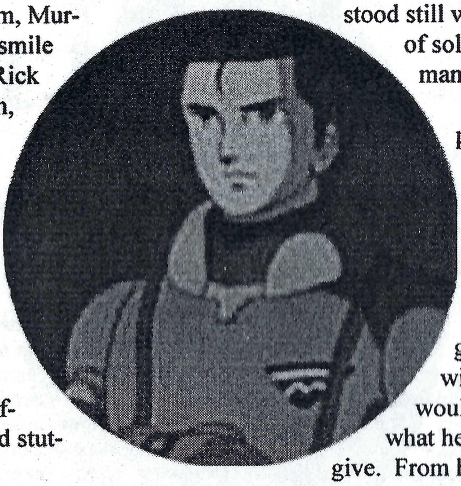
Rick smiled broadly, as he walked to the edge of the stage, and jumped down onto the floor shaking hands as a crowd of soldiers surrounded him.

People were to ever side of him, pressing against him like sardines. Scott could not see a darn thing and sure as anything could not tell where the general was.

He could not believe it! The one opportunity he could actually get up to him and shake his hand would be wasted because he was trapped within the tide of people moving him to and thro.

Scott just about had all he could take.

Squirming to turn around, he pushed into the person before him, gritting his teeth, "Will you get out of my way!?"



Unfortunately for him, Murphy's Law had decided smile upon him, for General Rick Hunter stood before him, looking at Scott strangely.

Scott wanted to run away and die in a corner right then and there. Too bad he was surrounded on all sides by ever soldier in the room.

All his mind could afford was an embarrassed stutter, "Um... I... Uh...."

He kept looking at Scott for what seemed another hour or so before a grin broke out on his face and the general extended his hand.

Scott looked at the man's hand and grasped it with a firm grip, returning Hunter's handshake.

"So, tell me, Lieutenant, what's your hurry?" casually asked the commander-n-chief of all the REF air forces.

"Um, I wanted to shake your hand, sir."

God he felt like an idiot.

The general continued to grin, "Well, it looks like you got what you wanted, right?"

Again, Scott nodded dumbly still clasped within a handshake.

Hunter let go of Scott's hand and leaned in to him, "Have any family, Lieutenant?"

A tiny lift of his mouth betrayed Scott as thoughts of Marlene drifted through his mind, however, he snapped back just as quickly as he zoned out, "No.... At least not yet."

The General lay on hand on Scott's shoulder still smiling, "Get that taken care of as soon as you can, or else you'll regret it."

Scott nodded smartly, "Yes, sir!"

The legend before him nodded in return and continued to move through the crowd past Scott.

Grasping his hand with the other, Scott stood still within the moving mass of soldiers watching the other man depart.

Through the awe that permeated him mind thoughts of what the man had said kept echoing, "Get that taken care of, or else you'll regret it...."

His eyes lit up, a grand idea taking root within his mind. He would finally give Marlene what he had been afraid to give. From his right pocket, he took out a small black box and opened it. Inside the ring looked as beautiful as the day he had bought it
three months ago.

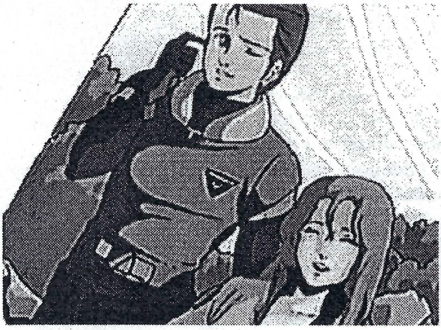
He should have given her this the same day he bought it, but there never seemed to right time. Well, the right time is coming.

Returning the ring to his pocket, Scott felt the conviction in his heart soar to new levels it never had before as he walked out of the assembly.

He will finally give his heart to her once and for all.

When they return home....

END



Fan Fiction

Sailor Moon: I Remember...

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Mamo-chan ...

Everyone ...

As I sit here, holding Chibi-Chibi, I think about the past. I remember ...

Mamo-chan ... I remember the flunked test that hit you on your head. You called me "Dumpling Head" and it made me so mad. Even then, I cared about your opinion of me. I remember all of those times you fought by my side as Tuxedo Kamen ... always lending me support, even when the Dark Kingdom had you under its influence. I remember when we realized who we once were, and I remember when we saw what we will one day be. I must remember, Endymion ... Mamo-chan. Without that memory of the possible future, I wouldn't be able to stand this pain of knowing that this new enemy has you.

Ami-chan ... I remember thinking that you were a member of the Dark Kingdom when you first appeared in my junior high school. How you proved me wrong, and surprised me, when you turned out to be Sailor Mercury. I remember how your level-headedness balanced my impulsiveness perfectly. I remember Luna jumping out on you ... Mercury ... the first of the Senshi that I met. I remember all the times you defended me when everyone else seemed intent on shoving me around.

Rei-chan ... We always fought, but you seemed to know when and how to push me in the right direction. I remember when you started dating my Mamo-chan ... I was angry for an, at that time, unknown reason. Little did I realize that I was jealous. You threw it in my face when he was taken by Beryl. I remember the times you slapped me to bring me to my senses. I remember all those times you called me a coward. You never did truly understand, did you? You never understood that I was in pain not because of selfishness or cowardice ... but because I cared deeply for you. You and everyone else, Mars ... the best of my friends.

Mako-chan ... I must smile as I remember meeting you. You began protecting me from the moment you and I met. Luna once told me that you stood up for me when the others would have booted me out. It's as if you always knew who I was. I remember all the lunches we shared, and our mutual crush on Motoki-san. It was always your emotional strength, Jupiter, that I admired.

Minako-chan ... Sailor Venus ... you were fighting evil long before I was. You, who were the original leader of the Senshi. You and I are so much alike. I remember when you disguised yourself as me so that the enemies would let me go. I remember the time I had the flu, and you decided to help me get well. You and Chibi-Usa ... Chibi-Usa.

Oh, Chibi-Usa-chan ... I remember you, my future daughter. Mine and

Mamo-chan's. You appeared at such a rough time in my life, and, as a result, I tended to blame you for my misfortune. I'm so sorry, Chibi-Usa-chan ... I'll make it up to you in the future, I promise. That I remember you at all gives me strength. Tears fall as I think of all that you had to endure, over 1,000 years away from your home. You were only trying to help me. I remember you returning as Sailor Chibi-Moon ... I still grin with the memory of that Pink Sugar Heart Attack. It was useless, but it was YOUR attack ... Chibi-Usa, Small Lady Serenity...

Setsuna-san ... I don't think I ever fully understood you. I remember the mysterious Sailor Pluto that called from the Luna-P to help Small Lady. I remember meeting you at the Time Gate. The first Senshi that honestly attacked me. I remember how you gave up your life by stopping time so that Chibi-Usa and I might live. We never had much time, you and I. I hope to, someday, know you better.

Haruka-san... I remember you beating Minako-chan at the racing game when we first met you. I remember both Minako-chan and I thought you were a boy. I remember the relieved look on your face when you realized I didn't carry one of the talismans. Why did you attack, Uranus? Didn't you realize that Galaxia never had the intent of keeping her promise? Or were you just eager to see me have my closest friends back. After your talisman appeared ... you distanced yourself from me and the Inner Senshi. You and Michiru-san both ...

The tears flow freely now, Michiru-san. You were ever the gentlest of the Senshi. You took me under your wing and understood when I wanted to be a proper princess for my Mamo-chan. You pushed Ami to try harder when she threw the swimming race to you. You were willing to give your own life to protect Haruka-san. Oh, Neptune, why? I had thought you smarter. I only hope that you never regret your decision to let Galaxia make you a slave.

Hotaru-chan ... We never really knew one another. I remember you giving your own life for Chibi-Usa. I remember you overthrowing Mistress 9. You are the youngest of the Outer Soldiers, Saturn, yet you wield the most power. It was you who first realized that I would become Eternal Sailor Moon. I remember how rapidly you aged ... Oh, Hotaru-chan, you are so very young ... You haven't even begun to live!

I sit here, on this grassy knoll that is of my mind's making, holding Chibi-Chibi. I see you all here, and it gives me strength. I love you all so very much.

Mamo-chan, my heart.
Ami-chan, my mind.
Rei-chan, my soul.
Mako-chan, my body.
Minako-chan, my present.
Chibi-Usa, my future.
Setsuna-san, my past.
Haruka-san, my strength.
Michiru-san, my nobility.
Hotaru-chan, my youth.

I will survive this battle. I MUST! I close my eyes as you caress my face, Mamo-chan. You all mean everything to me. I am about to tell you all this when I open my eyes.

Where ... Where is everyone? Then I realize that you are still here. Each and every one of you is a part of me. The final fight is coming now, and I won't give up ... I will not forgive Galaxia.

In the name of the Moon, I will punish her!

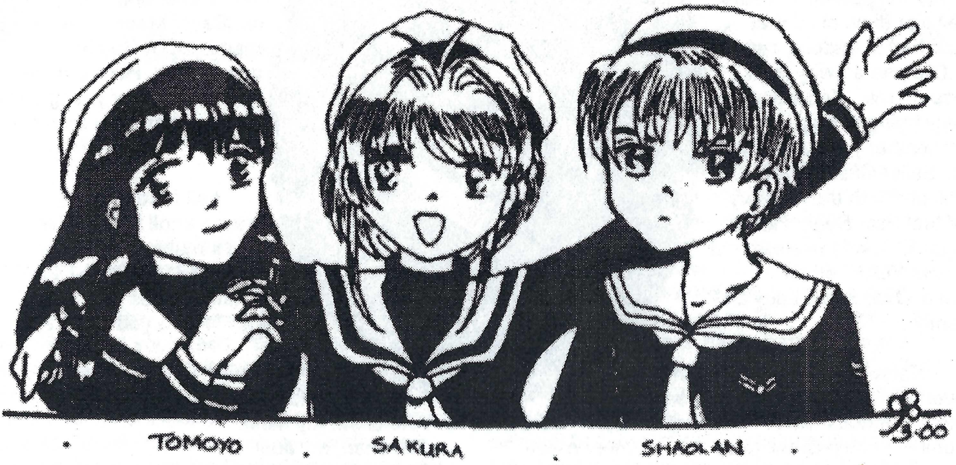
And I will get you back ... I will get you ALL back!

I open my eyes, and I am ready to face my destiny ... whatever it may be.

Because I remember ...

END

FAN ART!!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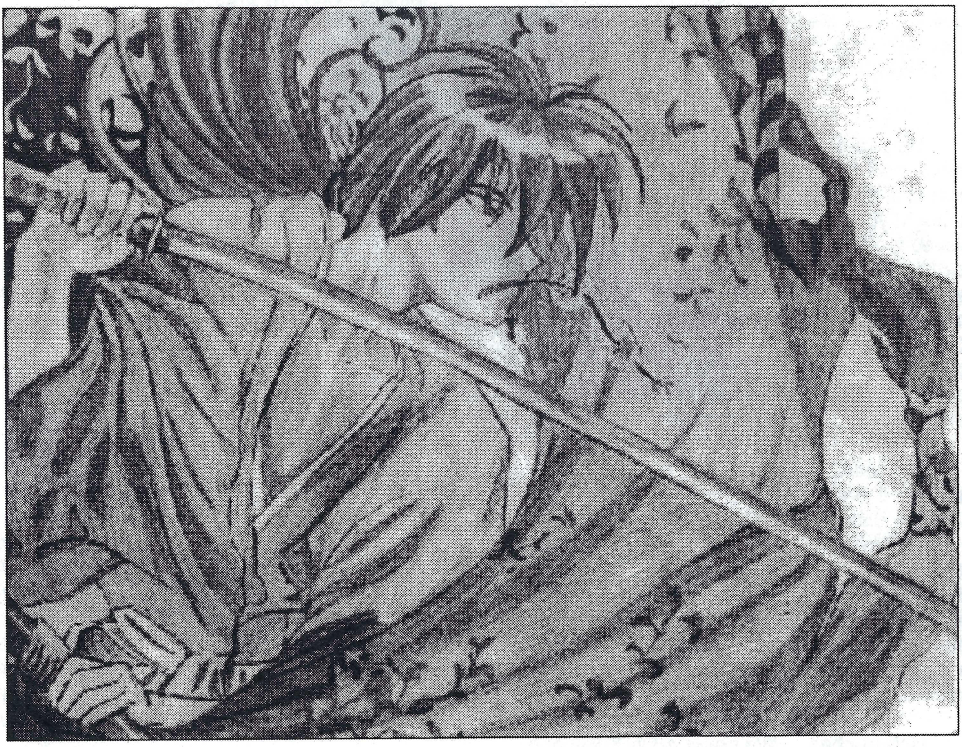

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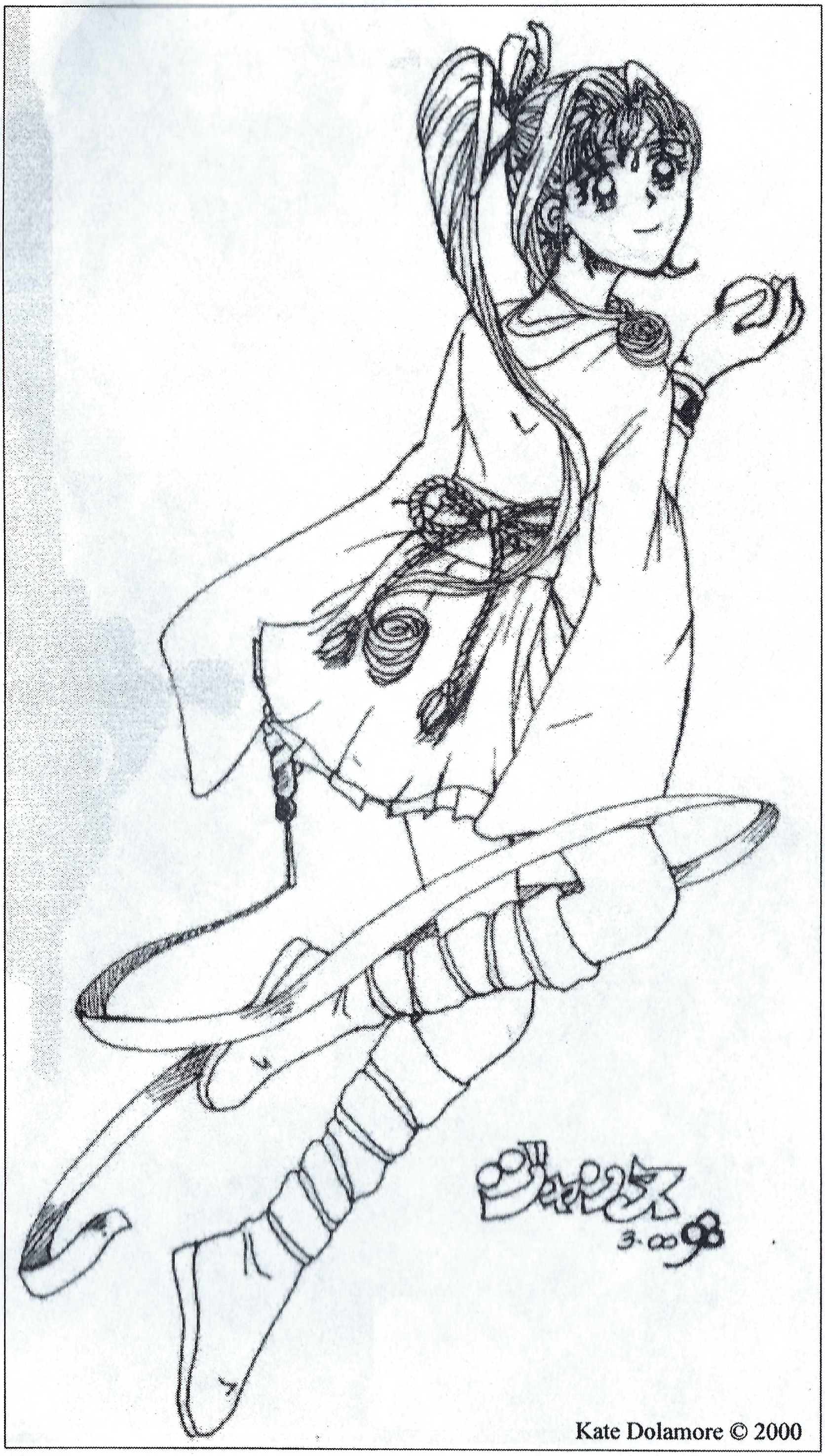

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